KOEI

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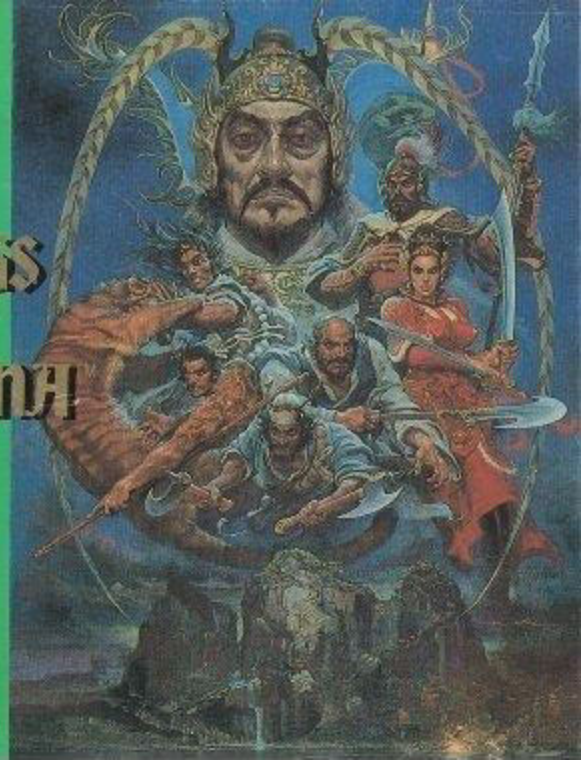
BANDIT KINGS OF ANCIENT CHINA

INSTRUCTION MANUAL



Strategy Game Series

NES-XJ-USA

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INTRODUCTION

BANDIT KINGS OF ANCIENT CHINA is based on the heroic struggles of the bandit kings of the Song Empire. Although they were branded as outlaws by a corrupt government, these men were better known for their courage, mercy, and love of justice. While Gao Qui's evil spread throughout China, these good fellows fought to defend their families, loved ones, and their villages against this scourge. They were true heroes.

Now, KOEI is proud to present the first simulation game ever to be based on this unique and important period in Chinese history. We have provided the past, it's up to you to determine the outcome!

And if your plans should go awry, remember that the important thing is to have fun! The real enjoyment in playing KOEI games comes not from playing a "perfect game" but from making mistakes, learning from them, and getting it right the second time. There are many roads to victory. By beating your own path, you will have the satisfaction of playing the game your way. You might even learn a little about yourself in the process. But beware, 12th Century China is no place for the weak at heart, and a single mistake could cost you the Song Empire!

SAFETY TIPS

Before beginning BANDIT KINGS, please read the following:

1) Always turn the power off before inserting or removing the GAME PAK from your NES.

2) Do not store game in extreme temperatures. Never hit or drop it.

3) Avoid touching the terminal connectors.

4) Never attempt to take your GAME PAK apart.

5) Use of cleaning agents can damage the GAME PAK.

II. BEFORE YOU BEGIN

GAME OVERVIEW

At the turn of the 12th Century, the Song Dynasty of China was about to collapse. The northern barbarians were close to invading, and the evil Imperial Minister Gao Qiu had usurped Emperor Hui Zhong's power. Under Gao Qiu's despotic rule, good men were exiled, while evil men were given power. Eventually, the exiled heroes, branded as thieves, gathered together to oppose Gao Qiu and restore stability to the Empire.

You, the player, are one of these fearless bandits. Gather heroes to your side, attack, and end Gao Qiu's tyrannical rule!

• **Basic Terms**

Prefecture : 1 of the 49 sections dividing the game map

Territory : Prefecture owned by some-

one
Good Fellow : 1 of the 10 major characters you can play
Bandit : character serving a Good Fellow
Chieftain : Bandit ruling a territory
Minister : Evil Gao Qiu
Official : character serving Gao Qiu
Magistrate : Official ruling a Territory
People : characters who become Bandits or Officials
Heroes : any Bandit, Chieftain, Good Fellow, Official, Magistrate, or Minister
Men : heroes' soldiers

WINNING THE GAME

(1) Victory
You must stop Gao Qiu.....permanently. But, in order to challenge Gao Qiu, you must become an equally powerful figure in the Empire. By gaining territories, winning battles, and doing good deeds, you will gradually become more popular. Each January, the Emperor searches China for a champion with enough popular support to defeat Gao Qiu. If the Emperor chooses you, he will issue you an Imperial Edict, giving you the authority to fight and kill Gao Qiu.

(2) Defeat
You can lose the game if:
* your Good Fellow dies
* your Good Fellow is imprisoned or becomes a Criminal
* any Good Fellow besides your own kills Gao Qiu
* you do not kill Gao Qiu before the Northern Barbarians invade in January of 1127 A.D.

Multi-player games end when all players' Good Fellows are killed or imprisoned, or when it becomes 1127 A.D. If a player quits early, the computer will take the part of that player's Good Fellow and continue play.

USING THE CONTROLLER

You can use either controller to play. In multi-player games, any player can use either controller.

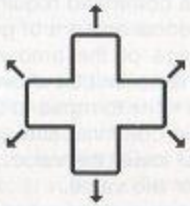
(1) Selecting a Command
Use the + button to move the cursor to the desired command, then press button A to enter your choice. To turn the page of main commands, press the + button ← →. If there are more sub-commands under the main command, again use the + button and button A to enter your choice. If you press button B before choosing a sub-command, the command will be canceled and the screen will return to the main display.

(2) Yes or No Questions
Before commands are executed, you will be asked if it is okay to go ahead with the command. These questions will end with (Y/N). To answer Y (execute command), press the + button ←. To answer N (cancel command), press the + button →.

(3) Entering Numerical Values
When a command requires you to enter a numerical amount of gold or soldiers, the range of the amount possible for you to enter will be shown. Press the + button ← → to move to the appropriate numeric columns, and up and down to raise or lower the value. Press button A to enter the value.
Get the maximum value by moving the cursor far left and then pressing the + button ←.
Get the minimum value by moving the cursor to the far right and then pressing the + button →.
Values exceeding what is available will not be entered.

(4) Indicating Direction
On the Battle Display, you will need to indicate direction when you position your units, move, or attack. Indicate the appropriate direction using the + button, then execute an attack or move in that direction by pressing button A. See

chart below:



(5) View Lists
To move the list from side to side, press the + button ←→. Move up and down the list by pressing the + button up or down.

(6) Choosing a Prefecture
The cursor will point to your current location on the map. Move the cursor with the + button, choose with button A, and then answer Y/N to either execute this choice (Y) or cancel it (N).

(7) Choosing a Bandit
When you need to appoint one of your bandits to do a command, you will pick him or her from the list of names shown. Use the + button to move the cursor next to the name and press button A to select.
As there may be more than 1 page of names, the current page number will be shown in the lower right corner. To turn the page, press button B, then select [change] by pressing button A.
If you only have one page of bandits, pressing button B will cancel the command. To cancel when there is more than 1 page of bandits, press button B, then press button B again when [change] appears. If you have already selected bandits, then press button B one more time.
In cases where you can pick 2 or more bandits, a * mark will appear next to the names you choose. Choosing the same bandit twice will cancel him from your selection. After you have finished picking all the bandits you need, press button B.

GAME OPTIONS

The wait time for messages can be shortened or lengthened using the Command <Other> Option <Wait>. Message wait time is 5 at the start of each new game.

III. STARTING AND ENDING THE GAME

STARTING A GAME

While the system is OFF, insert GAME PAK, then turn on the power. After the opening animation sequence (or during it, if you wish), proceed to the game by pressing the START button. The following messages appear:
1: Begin a New Game
2: Load a Saved Game
Select which option?

STARTING A NEW GAME

(1) Choosing a Scenario
Move the cursor to "Begin a New Game", then press button A. The following 4 scenario choices will appear:
Scenario 1 -1101 A.D.-
Leopard Headed kills the agents of Gao Qiu and is exiled to the frontier.
Scenario 2 -1103 A.D.-
Welcome Rain, against his wishes, kills his evil wife and is forced to flee.

Scenario 3 -1104 A.D.-
Welcome Rain writes a revolutionary song that leads to his capture.
Scenario 4 -1105 A.D.-
Heavenly King is struck by White Lion's poison arrow and falls in battle.
All Good Fellows start Scenario 1 in exile. Begin by settling and building up a prefecture. By Scenario 4, all Good Fellows have territories and many bandits, and can go to war right away. However, their enemies will have become strong as well. Move the cursor to the scenario you want, then press button A.

(2) Number of Players
[How many players?]
0 1 2 3 4 5 6 7
Depending on the scenario, up to 7 players can play at the same time. If you choose 0 players, the system will play the game by itself. (To end a 0-player game, press the reset button.)

(3) Choosing Your Good Fellow
[Player 1, choose which character?]
The Good Fellows you can play depend on the scenario.
Scenario 1: Tattooed Priest, Nine Dragons, Leopard Headed, Hairy Priest, Blue Face Beast.
Scenario 2: Tattooed Priest, Nine Dragons, Welcome Rain, Leopard Headed, Hairy Priest, Blue Face Beast, Heavenly King.
Scenario 3: Tattooed Priest, Nine Dragons, Black Whirlwind, River Dragon, Heavenly King.
Scenario 4: Tattooed Priest, Nine Dragons, Welcome Rain, Bold Eagle.

(4) Setting Abilities

Body	000	Integrity	000
Strength	000	Mercy	000
Dexterity	000	Courage	000
Wisdom	000		

Press button A to set Body, Strength, Dexterity, and Wisdom.

The limits of these abilities differ for each Good Fellow. The maximum value is 100. Integrity, Mercy, and Courage are pre-determined.
When ability levels have been determined, you will be asked "Is this all right (Y/N)?" If yes, press the + button ←. If no, press the + button → and reset the ability levels.

(5) Setting Game Level
Set game at what level?
1 2 3 4 5
The higher the number is, the harder the game will be.

(6) Final Check
[Is everything all right (Y/N)?]
If yes, press the + button to the ←, the Main Display will appear and the game will begin.
If no, press the + button to the →. You can then start over from the first menu.

SAVING GAME DATA

Use Command <Other> Option <Save>. You can only save the data for one game at a time. When you save a new game, the previously saved game will be erased. Because of this, you will receive a warning message and "Sure you want to save (Y/N)?" before you can save your game. If yes, press the + button ← and your new game data will be saved.

QUITTING THE GAME

(1) Use Command <Other> Option <Quit>. "Do you really want to quit(Y/N)?" will appear. If yes, press the + button ←.
(2) You can choose the 0-player option (the computer will play by itself.) "Watch computer play(Y/N)?" will appear. If you do not want to watch, then press the + button →.
(3) Preserve your game data by pressing RESET every time you turn off the power.

LOADING A SAVED GAME

After the opening, select [2: Load a Saved Game] from the first menu.

IV. THE BASICS

THE MAIN DISPLAY

The Main Display is divided into five areas.

(1) The year, month, season, prefecture number and name, and symbols representing a Shipyard or Smithy.
(2) The Ruler of the prefecture, his or her picture, and the Owner of the prefecture. (If the prefecture has no owner, the message "Empty" will appear.)
(3) Prefecture attributes or data of any exiled hero present in the Prefecture.
(4) The command list (Press the + button ← or → for page 2 of the commands.)
(5) Messages

• To see the main map, press button B when the main display is on screen.

GAME PLAY

BANDIT KINGS OF ANCIENT CHINA is played by monthly turns. March through May is Spring, June through August is Summer, September through November is Fall, and December through February is Winter. The game always starts in January.

Every month, a random rotation determines the order in which a ruler's turn comes up. Every Ruler has one turn per month to carry out a command. You will input commands only for your Home Prefecture, and any Territory in which your Sworn Brother or Sister is Ruler. Empty Prefectures do not get a turn.

If a war begins, this rotation is interrupted until the battle is over. The screen will switch to the Battle Display, and instead of Main Commands, the two warring players will issue Battle Commands. One battle lasts one month, and is divided into 30 days. Every day, each hero will be able to execute one command. When one side wins, or the 30 day limit has been reached, the battle will end, and the screen will return to the Main Display.

As the game progresses, players become stronger, and their territories expand. However, typhoons and snowstorms can hit at critical moments, while unhappy citizens may riot against you. Also, if you do not keep your bandits happy, they may desert you.

If your Good Fellow's Popularity

exceeds 250 at the beginning of any year, the Emperor will award you with the Imperial Edict. With this Edict, you may attack Evil Gao Qiu's Home Prefecture. Without the Edict, you can attack Gao Qiu's territories, but not his Home Prefecture. Once a player receives the Edict, he can only lose it by going into Exile, or by dying.

CHARACTER ATTRIBUTES

All 255 characters in BANDIT KINGS have the same attributes, but their strengths and weaknesses make each one unique. Some of the attributes will change during the game. To see a character's attributes, use the command ‹View›.

‹Name›
(predetermined) Nicknames are used for easier game play.

‹Age›
Each January, everyone ages one year.

‹Position›
There are 32 social ranks. On the good side are Good Fellows, Chieftains, and Bandits. On the bad side are the Minister Gao Qiu, his Magistrates, and his Officials.
Before becoming a Bandit or an Official, a character's position is determined by their profession. Some characters move about freely, whereas others do not. Characters give up their professions and become either Bandits or Officials when recruited by a Good Fellow or Gao Qiu. If a bandit swears brotherhood with a Good Fellow, the character's new position will be Elder Brother, Younger Brother, Elder Sister, or Younger Sister.

‹Serves›
Who a character serves. Only the players (Good Fellows) or Evil Gao Qiu (Minister) may have characters serving under them.

‹Men› Max: 100
The number of soldiers a character has. Increase this value with the command ‹Hire Men›. On the Battle Map, the number of Men is displayed on each character's Unit marker.

‹Steersman›
Having this helm mark means that the character can steer a ship. This ability is predetermined and cannot be changed. A character with this ability has a better chance of crossing rivers and lakes.

‹Ship›
Having this ship icon means that the character has a ship. On the Battle Map, only characters who have ships may enter river or lake hexes. A character may buy a ship from a Shipyard (‹Travel› command), or can have a ship made for them by a qualified character (‹Make› command).

‹Body› Max: 100
The character's stamina. When a character's Body goes down, he or she becomes tired. Tired characters are unable to follow your commands. In battle, a tired character (Body less than 10) must pass his turn resting, and an exhausted character (Body 0), cannot defend himself and will be captured if attacked. Each month, every character gains 5 Body points. Command ‹Rest› recovers 10 Body points for all Heroes in the Prefecture. Body cannot exceed Body Maximum value.

‹Strength› Max: 100
A character's physical strength. Strength is used when doing service (Command ‹Service›), or when fighting (Command ‹Fight›). When Strength Experience reaches 100, the character's Strength will increase by 1 point. Strength Expe-

rience will then return to 0, and must be built up again.

⟨Dexterity⟩ Max: 100
A character's manual dexterity and fighting ability. A high value is very useful for hunting (Command ⟨Hunt⟩). When Dexterity Experience reaches 100, the character's Dexterity will increase by 1 point.

⟨Wisdom⟩ Max: 100
The character's basic intelligence. Useful when soliciting gold or metal (Command ⟨Solicit⟩), moving supplies (Command ⟨Move⟩), and forming alliances (Command ⟨Ally⟩). When Wisdom Experience reaches 100, the character's Wisdom will increase by 1 point.

⟨Integrity⟩ Max: 100
A character's moral fiber. Good Fellows with low integrity will have difficulty recruiting characters with high integrity. High integrity is useful in training troops (Command ⟨Train⟩). But, rulers with high integrity do not get much reaction from their parties (Command ⟨Feast⟩).

⟨Mercy⟩ Max: 100
A character's sympathy for his fellow man. Characters with high Mercy values like each other, making recruitment easier. Rulers known for their Mercy will receive less taxes from their subjects, and less money when soliciting (Command ⟨Solicit⟩).

⟨Courage⟩ Max: 100
A character's bravery. Courageous Good Fellows can recruit the braver characters more easily. High Courage also increases hunting gains, but lessens chances of inviting Heroes to your lair. In battle, characters with high courage will usually accept a duel.

⟨Popularity⟩ Max: 999
Popular support for a Good Fellow. Helpful in allying, failure to reach an agreement will decrease popularity. When you take a new Territory, and your Support is more than 40, your Popularity will increase by 12 points. If Support is less than 40, your Popularity will decrease by 12 points. Successfully fighting wild beasts also increases popularity. Once you reach 250, you will receive the Imperial Edict. Even if popularity drops below 250 after that, you will keep the Edict.

⟨Loyalty⟩
A character's loyalty to a Hero. If low, the character may refuse to carry out your orders, or might desert you. Loyalty decreases every year depending on compatibility between them and their ruler. A bandit whose loyalty is 95 or over can become a Sworn Brother or Sister, again depending on compatibility with the Good Fellow they serve. If a Bandit swears brotherhood with a Good Fellow, his or her loyalty will become 100 and never decrease.

On Character Compatibility
Integrity, Mercy, and Courage determine a character's personality. Try to recruit characters with values for these three attributes which are roughly the same as (but lower than) those of your Good Fellow. If well matched, a bandit's loyalty will not decrease very quickly. Compatibility is important when you swear brotherhood (Command ⟨Heroes⟩), recruit (Command ⟨Travel⟩), or invite someone to your lair (Command ⟨Ally⟩).

PREFECTURE ATTRIBUTES

Prefecture Attributes are shown on the Main Display and represent the condition of the Prefecture. To give good orders, you should understand these

attributes.

<Shipyard>
If the shipyard symbol is present, the Prefecture has a shipyard that can be accessed with the Command <Travel>. You can buy ships at the shipyard.

<Smithy>
If the Smithy symbol is present, the Prefecture has a smithy that can be accessed through the Command <Travel>. You can buy weapons at the smithy.

<Gold> Max: 9999
If Support is more than 40, every January your Gold will increase. The amount is influenced by Wealth, Support, and the Ruler's Mercy. Every month, Bandit followers must be paid. If there is not enough Gold, loyalty will decrease. By using the Command <Hunt> and selling the Food or Fur you receive, you can also get Gold. The Command <Solicit> may yield some quick cash as well.

<Food> Max: 9999
If Support is more than 40, Food will increase every January. The amount is affected by the Land Attribute, Support, and the Ruler's Mercy. You can get Food with the Command <Hunt> or buy or sell Food at the Marketplace (Command <Travel>). There must be Food for your men, or they will leave you.

<Metal> Max: 999
Metal is necessary when making weapons with the Command <Make>. Increase metal with the Command <Solicit>.

<Fur> Max: 999
Raise Fur with Command <Hunt>. Buy or sell Fur at the Marketplace (Command <Travel>).

<Rate> Max: 100
Rate is an indicator for market prices. When high, the prices for Food, Fur, Arms, Ships, and Men go up. The norm is 50. It will fluctuate every month.

<Heroes> Max: # of castles x 5
Number of Heroes in the Prefecture. Command <Travel> is a quick way to recruit Heroes.

<Men> Max: # of Heroes x 100
Total number of soldiers in the Prefecture. Use the Command <Organize> Option <Hire Men> to increase Men.

<Skill> Max: 100
Fighting ability of the Men. A high value will make your Men harder to defeat in battle. Increase skill with Command <Train>. If there are no Men, Skill will be 0.

<Arms> Max: 100
The amount of weapons your Men have. A high value reduces losses in battle, and increases the volleys your archers can fire. Raise Arms by making weapons (Command <Make>), or buying them (Command <Travel>). If there are no Men, Arms will be 0.

<People> Max: 35
Number of recruitable people in your Prefecture. This number changes as people come and go.

<Castles> Max: 7
Number of fortified castles or lairs. Multiply this number by 5 to get the maximum number of Heroes that your Prefecture can hold.

<Support> Max: 100
The amount of popular support the Ruler has from his citizens in the Prefecture. A ruler with Support below 40 will not receive taxes

in January. A Riot can occur when Support is between 40-55. Raise Support with Command ‹Service› or Command ‹Give› to ‹Citizens›.

‹Flood› Max: 100
Level of flood prevention in the Prefecture. Raise with Command ‹Service› Option ‹Flood›. A high value decreases chances of typhoons hitting your Prefecture.

‹Land› Max: 100
Level of productivity. Determines how much Food you receive in January. Raise Land with Command ‹Service› Option ‹Farm›. Floods and snowstorms reduce Land.

‹Wealth› Max: 100
Wealth of the citizens. This determines the Gold you receive in January. Raise Wealth with Command ‹Service› Option ‹Build›. Epidemics and typhoons reduce Wealth.

EVENTS

[Yearly Events Occurring in January]

Taxes: Rulers with Support 40 or over receive Food and Gold.

Depreciation: Skill, Arms, Flood, Land, Wealth, and Support slightly decrease.

Aging: All characters age one year.

Unrest: Loyalties decrease depending on the characters' compatibility with their rulers.

[Seasonal Events]

The season changes in March, June, September, and December.

Typhoon: In Summer, typhoons may hit. A Typhoon decreases Flood, Land, and Wealth, and increases the Rate in the Prefecture it hits.

Snowstorm: In Winter, heavy snows may fall. A Snowstorm makes movement (Command ‹Move›) or fighting (Command ‹Fight›) impossible. Land and Support decreases; Rate increases. The effects end when the snow melts in the Spring.

Epidemic: Epidemics can hit in any season. Wealth, Support, and Body will decrease. Men die and Rate increases.

Festival: Spring and Fall bring Festivals to the Song Empire. The effects of these events remain a mystery even today.

Wild Beasts: Bears, wolves, leopards, or tigers of unusual size can terrorize your citizens. They remain for one season. See Command ‹Fight› Option ‹Beasts›.

[Monthly Events]

Rate Change: The Market Rate changes, affecting prices of Food, Fur, Arms, Ships, and Men.

Expenses: Lack of Gold or Food can lead to mass desertion among your Men.

Recovery: All heroes gain 5 Body points. Body will not rise above the character's Body Maximum.

Riot: When a ruler's Support is between 40-55, a riot can occur. Riots are sometimes quelled by giving the citizens Gold or Food. A mistake may mean the end of the Prefecture's Ruler.

Desertion: When a Bandit (or Official) has too low a Loyalty, he may leave his or her master.

V. MAIN COMMANDS

COMMAND LIST

Main Commands
- Fight
  - War
  - Beasts
- Service
  - Flood
  - Farm
  - Build
- Make
  - Ships
  - Weapons
- Move
  - Hero
  - Supplies
  - To Exile
- Ally
  - Treaty
  - Invite
- Travel
  - Return
  - Market
  - Downtown
  - Smithy
  - Shipyard
- Solicit
  - Gold
  - Metal
- Hunt
  - Food
  - Fur
- Heroes
  - Brother
  - Exile
  - Promote
  - Orders
- Organize
  - Hire Men
  - Give Men
  - Ships

(press the + button ← → to see the following commands)

- Train
- Feast
- Rest
- Give
  - Citizens
  - Hero
- View
  - Home
  - Hero
  - People
  - Exile
  - H. List
  - P. List
  - E. List
  - Other

- Hero
- People
- Exile
- H. List
- P. List
- E. List
- Domain
- Allies
- Other
  - Save
  - Wait
  - Quit

Exile Commands
- Flee
- Recruit
- Settle
- Rest
- View
- Other

HOW TO ENTER COMMANDS

(1) Game Turns

Each Prefecture has one command per month (not including Empty Prefectures). Turn order is random, and changes every month. You can choose command for your Home Prefecture, and any Prefecture ruled by your Sworn Brother or Sister. Your Chieftains will execute orders on their own. Control what kinds of commands your Chieftains select by using Command ‹Heroes› Option ‹Orders›.

(2) Entering Commands

To enter commands (and sub-commands), use the + button to move the cursor to the command you want, then press button A. If you make a mistake, press button B to return to the command list. To get to page two of commands, press the + button ← →. Invalid commands, such as going to a Shipyard in a Prefecture that has no Shipyard, will be shown in red.

(3) Who Will Execute Commands

When entering a command, you must sometimes select a bandit to carry it out. Often it will be your Good Fellow, but other times you will want to use one

of your Bandit followers. As all commands require different abilities, pick your bandit wisely.
Carrying out commands costs a character Body points. If the character does not have enough Body points, he will refuse your order. The amount of Body points used depends on the difficulty of the command.
When a character successfully carries out a command, he or she will gain an experience bonus. Which attribute this applies to depends on the command. When experience reaches 100, the character's corresponding attribute will increase by 1. Experience then returns to 0 and must be built up again. Increase your bandits' attributes in this way.

COMMAND EXPLANATIONS

There are 16 Main Commands. Due to fatigue or other reasons, you will sometimes be unable to use all the commands.

1. FIGHT

a. 〈War〉 Body-10

You must go to war if you want to gain Territories. You can only attack enemy Territories that border your Prefecture, and cannot attack a Good Fellow you are allied with. You cannot go to war during a Snowstorm. Going to war costs Gold and Food.

In the event of war:

1. Choose up to 10 heroes to go to war. It is not necessary for your Good Fellow or your Chieftain to go. Each attacking hero and 100 Men will cost 34 Gold in provisions. If the Hero has less men, you pay less gold. If you do not have enough Gold, you cannot send that hero. Use the cursor to point to the name of the hero you choose to send, then press button A. A • mark will appear next to the the hero's name. If you change your mind, choose the

same hero again and his • will disappear. If you choose to send less than 10 heroes to battle, hit button B. If your Chieftain goes to battle, a new chieftain will automatically be selected on the basis of attributes and loyalty.
2. After choosing heroes, move the arrow (using the + button) to the Prefecture you want to attack. You cannot attack allies, or your own domain.
3. Decide how much Food to take with you. You will be told how much Food you will need for 30 days. Enter the amount of Food you wish to take (see "Entering Numerical Values" in section II).
4. You will then be asked "Is everything all right (Y/N)?"
If unsatisfied, answer "N" (+ button →) and repeat the process. Answering "Y" (+ button ←) will send you to battle. The defending Prefecture will either fight or flee. If they choose to fight, the screen will switch to the Battle Display, and the battle will begin. (See section VI. WAR for further explanation.)

b. 〈Beasts〉 Body -10/ Strength Experience +50/
Dexterity Experience +50

Hunt down wild beasts that are terrorizing your citizens. Beasts have to be present. The beasts will leave after one season if you do not hunt them. A picture and number will appear on the Main Display telling you what type and how many beasts are in your Prefecture. Your Hero's Dexterity and Men will be pitted against the strengths of the beasts you are hunting down. The four types of beasts, from strongest to weakest, are: bears, tigers, leopards, and wolves. Killing beasts raises Popularity 1 to 5 points. Failure means a drop in Popularity, the loss of life of your Men, and serious injury or death to the Hero as well.

2. SERVICE
Body -15/Strength Experience +10
Effects depend on the Strength of the Hero you appoint. Citizens will be grateful, and the Ruler's Support will increase according to his Mercy. (Merciful Rulers are liked better.)
a. 〈Flood〉
Build dams and canals to help safeguard your Prefecture from typhoons. The maximum value is 100.
b. 〈Farm〉
Cultivate land and raise your Prefecture's Land value. A high Land value increases the amount of Food you receive in January. The maximum value is 100.
c. 〈Build〉
Do construction and increase your Prefecture's Wealth. The wealthier the citizens are, the more Gold you will receive in January. The maximum is 100.

3. MAKE
Build weapons or ships instead of buying them.
a.〈Ships〉 Body -15/Dexterity Experience +15/Wisdom Experience +10
Use this command to provide ships for the Bandits in your lair. Only characters with Steersman ability and Skill of 70 or greater can carry out this command. You must also pay a certain amount of Gold for every ship built.
First, decide who will make the ships. Then enter the number of ships you want to build and press button A. You will be told how much Gold is required. Answer "Y" if you want to pay it, and "N" if you do not. After the ships are made, you will be asked "Give ship to who?" Move cursor to the name of the Hero you want to give the Ship to and press button A. Only heroes with ships can cross lakes and rivers on the Battle Map.

b. 〈Weapons〉 Body -15/ Skill Experience +10/Wisdom Experience +10
Make weapons and increase Arms. A high Arms level will make your Men stronger in battle and give your archers more volleys of arrows. The maximum Arms level is 100. Only characters with Dexterity of 60 or greater, and Wisdom of 50 or greater can make weapons. Metal is also necessary.
Decide who will make the weapons. Enter how much metal you want to use. When completed, Arms will increase depending on the Dexterity and Wisdom of the maker, and on the amount of metal used.

4. MOVE
Move heroes to another Prefecture, send supplies to a Territory, or abandon your Home Prefecture to go into Exile.
a. 〈Hero〉 Body -10/ Wisdom Experience +7
Move heroes from one Prefecture to another. If you move into an Empty Prefecture, it becomes your Territory. The new Prefecture's Ruler will be decided in this order of priority: 1) Good Fellow 2) Elder Brother or Sister 3) Younger Brother or Sister 4) Bandit with highest loyalty.
On the map, move the arrow to the Prefecture you are moving from with the + button, then press button A. Do the same to show the Prefecture you wish to move to. (Prefectures must be adjacent to one another.) Your Good Fellow can move Heroes from any of his Prefectures. A Chieftain can only move heroes from his own Prefecture. Decide who to move by picking their names with the cursor and pressing button A one by one. To cancel a hero

selection, pick that hero's name again. Press button B when finished selecting. Finally, decide how much Gold and Food to send with your heroes.

b. 〈Supplies〉 Body -10/ Wisdom Experience +15

Supplies are Gold, Food, Metal, or Fur. On the map, pick the Prefecture from which you will take the provisions, then pick the Prefecture to which you will send them. Decide who will be in charge of the move. Heroes with high Wisdom do better. Enter the amount of Gold, Food, Metal, and Fur you wish to move.

c. 〈To Exile〉 Body -15/ Popularity will decrease

Abandon your Territories and go into Exile. Pick the Prefecture you wish to move to, then enter up to 9 heroes to go with you. If you enter another Good Fellow's territory where Support is less than 40, you will go to war. You lose all your Territories and suffer a large decrease in Popularity when you go into Exile. If you have the Imperial Edict, you will lose it. In Exile, use Exile Commands instead of Main Commands.

5. ALLY

a. 〈Treaty〉 Body -25/ Success: Wisdom Experience +45

Failure: Wisdom Experience +18

When you want to make a peace treaty with another Good Fellow, send a messenger with Gold. A treaty means that no wars can occur between the two leaders for 3 years. The treaty period will decrease 1 year every January. You cannot ally with a Good Fellow in Exile. Decide with whom you wish to make a treaty. If you choose a Good Fellow you are already allied with, you can extend your treaty. Next, select a hero to be your messenger. You will then be shown the amount of Gold necessary. The amount will be lower for messengers with high Wisdom. Answer "Y" (+ button ←) if you wish to pay it. Otherwise enter "N" (+ button →) and return to the Main Display. For closely matched countries, your Good Fellow's Courage will be the deciding factor.

b. 〈Invite〉 Body -25/ Success: Wisdom Experience +60

Failure: Wisdom Experience +23

Invite a Good Fellow and his followers to join your lair. If successful, that Good Fellow and his followers will become your bandits. You will be shown the Good Fellows you can choose from, and the number of followers they have. Only Good Fellows with less than 2 Territories are eligible, and other players' Good Fellows cannot be chosen. Choose the Good Fellow you want, then select a messenger. Your messenger's Wisdom determines the amount of Gold necessary. If you pay the Gold, negotiations will begin. The Good Fellow will ask for you to pay his traveling expenses to your lair. Even if you pay, that Good Fellow can still refuse to join you. If you do not pay, negotiations will end. Success depends on your Popularity, and on the compatibility of the two Good Fellows. You cannot invite heroes to your lair if it exceeds the maximum number of Heroes for your Prefecture.

6. TRAVEL Body -10

Your Good Fellow leaves the lair to visit the local town. In town, visit any location as often as you wish. All towns have a Market and Downtown, but only some have Smithies and Shipyards. When finished, select 〈Return〉.

a. 〈Market〉

Buy or sell Food of Fur here. Prices rise and fall with the Prefecture's Rate value.

b. 〈Downtown〉

1) Recruit: Recruit a person in your Prefecture. Only Good Fellows and

Sworn Brothers and Sisters can do this. Your Popularity is important, but so is your compatibility with that person. Failure slightly decreases your Popularity.

2) Divine: Learn what your chances are for recruiting a person through mystic soothsaying. Each divination costs one Gold. You will also learn what you must do to increase your chances of recruiting that person.

3) Rumor: For 10 gold, see a list of people throughout the Empire who are willing to join you. You will be shown their names, positions, and Prefectures. The list will only be of 7 random people, with the actual total displayed at the lower right. People may move out of the Prefectures shown and success is not 100% guaranteed. These are just rumors.

c. 〈Smithy〉

If there is a Smithy, you can purchase weapons here. If you have no Men, you cannot buy weapons. Arms cannot be raised above 100. The cost of weapons varies with the Rate.

d. 〈Shipyard〉

If there is a Shipyard, you can buy ships here. If everyone has a ship, you cannot buy any more. The cost per ship varies with the Rate. After buying a ship, pick the hero to give it to.

7. SOLICIT

Solicit Gold or Metal from your citizens. The soliciting Hero's Wisdom and Dexterity, and your Good Fellow's Mercy determine the amount you will receive. A merciful Good Fellow will not get too much. Also be warned, as citizens do not like their Ruler to Solicit, your Support will go down.

a. 〈Gold〉 Body -15/ Success: Dexterity Experience +5
Wisdom Experience +13
Failure: Wisdom experience +10

Appeal to your citizens for Gold. Gold maximum is 9999.

b. 〈Metal〉 Body -15/ Skill Experience +5/Success: Wisdom Experience +13/ Failure: Wisdom Experience +10
Ask your citizens for Metal. Metal maximum is 999.

8. HUNT

Hunt for Food or Fur, but not both at the same time. You cannot hunt in the Winter. Good Fellow's Courage and the hunting Hero's Dexterity determine the hunt's yield.

a. 〈Food〉 Body -20/ Dexterity Experience +15
Hunt animals and increase your Food. Food cannot be increased beyond 9999.

b. 〈Fur〉 Body -20/ Dexterity Experience +15
Hunt animals to get Fur. Fur cannot be increased beyond 999.

9. HEROES

a. 〈Brother〉

Try to swear brotherhood with one of your Bandits. He or she must be in your Home Prefecture and have a loyalty of 95 or over. A Sworn Brother or Sister's Loyalty is 100 and never decreases. A Prefecture ruled by a Sworn Brother or Sister is controlled directly by you. You can only have 9 Sworn Brothers or Sisters at one time. (At higher game levels, the maximum is less.) The compatibility of your personalities is important for success. The bond will break if a Sworn Brother or Sister becomes a Criminal or Prisoner.

b. 〈Exile〉

Send a Bandit into Exile. The people will not like this, resulting in a drop in your Popularity.

c. 〈Promote〉

Appoint a Bandit as Chieftain of a Prefecture. This means demoting the

Prefecture's current Chieftain. Pick the Prefecture on the map, and the Bandit you wish to be Chieftain. This will not use up a turn.

d. 〈Orders〉

Tell a Chieftain how to run the Prefecture. Each order emphasizes something different. You cannot issue orders on Sworn Brothers and Sisters. Your Territories are all "Entrusted" until ordered otherwise. Issue orders to as many of your territories as you want. When finished, hit button B until Main Display appears.

1) Entrust: the Chieftain can do as he or she pleases.

2) Develop: builds up the Prefecture, and sends extra provisions to your Home Prefecture.

3) Expand: concentrates on taking and building up Empty Prefectures. Heroes will move about freely.

10. ORGANIZE

a. 〈Hire Men〉

Buy Men for your army. The cost per man will rise with the Rate.

b. 〈Give Men〉

Reassign Men among your Heroes.

c. 〈Ships〉

Reassign Ships among your Heroes.

11. TRAIN Body -10/ Strength Experience +11/ Dexterity Experience +11

Train your Men to increase their Skill. You cannot train if you have no Men. Skill maximum is 100. The training Hero's Strength and Dexterity, and your Good Fellow's Integrity determine the benefit training will have.

12. FEAST

Call for a feast at any time. The cost is 10 Gold per person, but varies according to the Rate. A feast will increase your Heroes' Body points and Loyalties, but Rulers with high Integrity throw pretty dry parties that don't have much effect on their followers.

13. REST

Rest for one turn. Every Hero will regain 10 Body points.

14. GIVE

a. 〈Citizens〉

Give Food to your citizens to raise your Support. You may give up to 1000. If your Mercy is high, the effect is greater. When Support is 40-55, a Riot could occur.

b. 〈Hero〉

Give Gold to a Hero to raise his or her Loyalty. Give up to 100 Gold per turn to one hero. The increase depends on your compatibility. Heroes with low Loyalties will desert you. Giving Gold to a Sworn Brother or Sister is meaningless. Giving Gold to a Hero in one of your other Territories will use the Gold from that Prefecture, not your Home Prefecture.

15. VIEW

Look at data in your own Territories as well as those in other Prefectures. Unless you view an Enemy or Rival Territory, viewing will not use up a turn. Scroll the lists by pressing the + button ← →, up or down. Press button B to change the page, then press button A when the word [change] appears. When finished viewing, press button B for other viewing options or, if finished viewing altogether, until Main Commands reappear.

(H.List= List of Heroes, P. List = List of People, E. List = List of Exiles.)

a. 〈Home〉

Look at data on your Home Prefecture. Choosing Hero, People, or Exile will let you view somebody specific. Select a " List" to see information in list form.

b. 〈Other〉

View the Heroes, People, and Exiles of other Prefectures. Indicate on the map the Prefecture you wish to view using the + button and button A. After you

are done viewing, you can pick another Territory to view by choosing ‹Other›. (The data on screen will stay the same, however, until you choose to view ‹Data› for that new Prefecture.)

c. ‹Domain›

View data on the Territories you control. This is in list form.

d. ‹Alliances›

View your present alliances, and the time remaining for each of the treaties.

16. OTHER

Save your game, change the Wait time on the messages, or Quit playing.

COMMANDS IN EXILE

Good Fellows in Exile use these commands, not Main Commands. All Good Fellows start Scenario 1 in Exile.

1. FLEE

Move to another Prefecture. Up to 9 Heroes may go with you. This may cause a decrease in Loyalty among your followers.

2. RECRUIT

Same as Main Command ‹Travel› Option ‹Recruit›, except a Good Fellow in Exile cannot recruit Criminals or Prisoners. Success depends on compatibility and your Popularity.

3. SETTLE

End your Exile by settling in an Empty Prefecture. You can then use the Main Display and Main Commands. If the Prefecture you settle in belongs to another Good Fellow whose support is less than 40, you will immediately go to war with the Ruler there. However, if Support is more than 40, the loyal citizens will prevent the war by not allowing you to settle there.

4. REST

Same as Main Command ‹Rest›.

5. VIEW

Same as Main Command ‹View›.

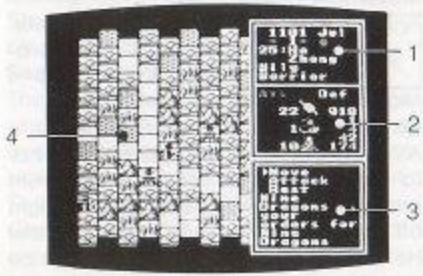
6. OTHER

Same as Main Command ‹Other›.

VI. WAR

BATTLE DISPLAY AND MAP

When your Good Fellow or Sworn Brother or Sister sends heroes to war, the battle is fought on the Battle Display. Battles by your Chieftains are resolved automatically, without going to the Battle Display.



1. The year, month, and day. The weather (icon), and wind direction. The number, name, and Ruler of the Prefecture invaded.
2. The Food, Heroes, and Men for the Attacking and Defending Armies. Highlighted numbers are the reinforcements.
3. The Command and message Window.
4. The Battle Map. One hex holds one Unit. One Unit is a Hero and his Men. To see the Map under the windows, hit button B. Hit button B again to see terrain under the Units.

TERRAIN

Each Prefecture's Battle Map presents a new challenge in terrain. There are high mountains that block passage, deep forests that offer protection, and rushing rivers that threaten to sink even the hardy steersman. Each terrain affects movement and combat differently. Terrain will change with the season.

Mountains: Impassable. Units cannot enter Mountain hexes, nor can archery attacks be directed over them.

Hills: Hills require 5 Movement Points to enter, and Provide excellent defense.

Forests: A good place to defend from, forests cost 4 Movement Points to enter. But, e spreads fast in forests.

Plains: These grassy flatlands require 3 Movement Points but offer little protection.

Castles: Bandit's Lair or a Magistrate's Fort. Castles give superior defense. Costs 4 Movement Points.

River: Must have a ship to cross. You may only move 1 hex when you enter a river. River hexes cost 4 Movement Points for Steersmen, and 8 for non-Steersmen.

Lake: Must have a ship to enter. However, in Winter, lakes freeze and any Unit may enter. Little protection. With Steersman Skill 4 Movement Points, without, 8 Movement Points.

Marsh: Freezes in Winter. Always able to enter, but gives poor protection. Costs 5 Movement Points.

Ice: Lakes that freeze in Winter. Anyone can enter. Less protection than plains. Costs 4 Movement Points.

On River Hexes

All rivers flow from the upper left corner to the lower right. When the current runs wild, the Hero could be swept right off the Battle Map and out of Battle! Heroes with Steersman Skill will not be swept as far as those without. Steersmen will also find it easier to go ashore. A Hero swept down-river and off the

Map will go to the neighboring Prefecture. If you win the battle, the Hero may rejoin your forces in the conquered Territory. If you lose, he may join you, or become an Outlaw in the invaded Prefecture. A Good Fellow may end up in Exile.

Combat in Ships

Ships can be sunk by enemy melee attacks and fireballs. If a ship sinks, a Steersman might swim to shore but others will be captured.

Seasons and Weather

The Battle Map changes with the four seasons. Rivers, Lakes, and Marshes freeze in winter, making passage possible and lowering Movement points. The four weather types are: Clear, Clouds, Rain, or Snow. Weather can change each day. Wind direction influences the spread of fires.

TROOP DEPLOYMENT AND SUPPLY

When you attack a Prefecture, you choose who to send to war, then deploy your Units on the Battle Map. If your Prefecture is attacked, decide whether to fight or flee. If you decide to fight, you will then deploy your Units. The defender can have up to 35 Heroes, but only 10 Heroes can be in battle at one time. The other Heroes will standby as reinforcements. You can call in your reinforcements with the Battle Command ‹Special› Option ‹Reinforce› when you have room for them on the Battle Map.

a. Deploying Units

The hexes you can place your units on are marked by the number of the attacking prefecture in red. There are 10 deployment hexes for a maximum of 10 attacking units. Use the + button to move your unit to the hex you want, then press button A to deploy that unit. Repeat this process for each unit.

If you are the defender, you can place

up to ten units on any of the 20 numbered deployment hexes. Use the same process to place defending Units. The defender's units are always deployed first.

Attacking Units are marked by red flags, and defending Units are marked by blue flags. If the Prefecture's Ruler is present, his Unit marker will have a stripe across it's flag.

b. Supply

A battle lasts 30 days. Each day is 1 turn. For each turn, you can give one order to every Unit under your command. At the end of each day, the food supplies decrease, the weather may change, ships may be swept downriver, and fires can spread or go out. Being caught in a fire hex causes loss of men, and decreases your Hero's Body Points.

VICTORY CONDITIONS

As the war goes on, Heroes will tire. If Body becomes 0, they will be captured.

The Attacker wins if:

- all castles are occupied by attacking Units for a full turn
- the defenders run out of provisions
- all defending Units on the Battle Map are destroyed
- the defending Prefecture's Ruler (flag with a stripe) is captured, or leaves the Prefecture by retreat or river.

The Defender wins if:

- the battle exceeds 30 days
- the attacker runs out of provisions
- all attacking Units are destroyed
- the attacking Prefecture's Ruler is captured or leaves the Battle Map by retreat or river.

AFTER THE BATTLE

a. Attacker's Victory

The Prefecture becomes the attacker's Territory. The attacker will capture the remaining defenders, and has 4 options when dealing with his prisoners: 1. Recruit, 2. Imprison, 3. Exile, or 4. Execute. Defeated Heroes may not want to join you, but if you imprison them, they will probably want to join you later.

b. Defender's Victory

The Prefecture will not change hands. Any captured attackers will be dealt with as above.

BATTLE COMMAND Explanations

- Move
  - Regular
  - Charge
- Attack
  - Melee
  - Archery
  - Magic
  - Duel
- Rest
- Special
  - Fireball
  - Put Out
  - Reinforce
- Flee
- View

a. Executing Battle Commands

You can give orders for each of your units. Available commands are shown in white, while unavailable commands are in red. The number of Men will be displayed on each unit's marker in white. When the Hero has no more Men, his Body points are shown in red. About 5 Body points equal 1 man. If a Hero's Body becomes 0, he will be captured. Commands cost Body points. If a Hero's Body falls to 10 or below, the Hero automatically passes his turn. As in Main Commands, Heroes gain experience from certain commands.

b. Command Explanations

1. MOVE Body -1

a. 〈Regular〉

Move your Unit on the Battle Map. Use the + button to point the arrow in the direction you want, and button A to execute the move. Every hex entered costs Movement Points. Remaining Movement Points are displayed in the Command Window. You cannot enter a

terrain if you do not have the required Movement Points. If you enter into a hex which is next to an enemy unit, your Movement is stopped. You can only pass an enemy freely if you have 4 times that enemy's Men.

b. 〈Charge〉
Move your Unit and attack in the same turn. Your movement points for that turn will be greatly reduced. When next to an enemy unit, you will be asked if you want to attack. If yes, then show the direction of your attack with the + button, and execute the attack with button A.

2. ATTACK

a. 〈Melee〉 Body -2/ Strength Experience +1
Hand-to-hand combat which can also destroy enemy ships.

b. 〈Archery〉 Body -1/ Dexterity Experience +1
A long-range attack. You must target an enemy unit that is 2 hexes away from you, in a straight line (see below). Only heroes with Dexterity over 60 can use Archery, and those with Dexterity 85 or over can hit the enemy Hero as well as his Men.

c. 〈Magic〉 Body -20/ Wisdom Experience +5
The range of attack by Magic depends on the Hero's Wisdom. The minimum Wisdom necessary is 80, and the Hero must have at least 50 Body Points. Magic reduces the enemy's Body Points and Men, and dazzles the less intelligent Heroes, leaving them paralyzed for a time. The higher your Hero's Wisdom, the more damage this attack does. Magic can only be done on cloudy days.

d. 〈Duel〉 Success: Body -5/ Strength Experience +15/
Dexterity Experience +15
Failure: Body -4/ Strength Experience +5/ Dexterity Experience +5
This challenges the enemy Unit's hero to fight with your hero one-on-one. The challenged Hero can accept or decline the duel. (Courageous heroes may accept a duel even if you choose "decline".) Heroes in Castles always decline. The fight lasts until one Hero's Body reaches 0. That Hero will be captured and the attack will end. If one Hero has a lot of Men, his Men will attack the other Hero, reducing his Body points before the duel begins. If you defeat an enemy Hero who is stronger than you, your Strength and Dexterity attribute increase 1 point directly.

3. REST
Stand by for 1 turn. Heroes with under 40 Body points gain 2 points. Heroes with Body above 40 receive no benefit.

4. SPECIAL

a. 〈Fireball〉 Body -1/ Wisdom Experience +1/Dexterity Experience +1
Make a fireball and launch it at an adjacent hex. The Hero must have Wisdom of 60 or greater. The season, type of terrain, and Wisdom of the Hero being attacked will influence the odds for success. A fire in a hex at the end of the day may spread, depending on wind direction and weather. A Hero caught in a fire at the end of a turn (day) will lose Men and Body. Ships can be destroyed by fire. You cannot make fireballs in rain or snow.

b. 〈Put Out〉 Body -1/ Dexterity Experience +1/ Wisdom Experience +1

Counter a fireball. Instead of fleeing a hex on fire, you can try and put the fire out. Success is determined by your Dexterity (must be 40 or above), weather, and terrain.

c. 〈Reinforce〉

A beleaguered defender may summon more Heroes to join the battle. You cannot call in reinforcements if you already have 10 Units on the Battle Map. Reinforcements will arrive on the deployment hexes. You can summon only 1 unit at a time.

5. FLEE

If, the battle is going poorly, the Hero can flee. You will be shown the Prefectures you can flee to. The Unit's original Prefecture is in red, friendly prefectures in blue, and empty prefectures in white. Pick the number of the Prefecture you want, and your Hero will immediately leave the Battle Map for that Prefecture. A defending hero can flee the Battle Map, but choose to remain in the invaded Prefecture. After 7 days, you can call him in as a reinforcement.

If a Prefecture's Ruler flees, the battle ends and any Units left belong to the winner. Fleeing is risky, and there is a chance of getting caught.

6. VIEW

Similar to the Main Command 〈View〉. View attacking or defending Heroes. Viewing enemy Units uses a turn, but viewing your own Units does not. When viewing the defending side, Units on the battlefield are shown in white, while reinforcements are in blue.

VII. HISTORY OF THE SONG EMPIRE

The Song Dynasty, the third centralized empire in China, united through diplomacy not battle. Weary of wars, the nation was ready for peace. To build loyalties, the first Song Emperor, Gao Guang Yin, married his ministers and generals with royalty. His empire flourished.

Unfortunately, while the Song Empire was enjoying literature, philosophy and economics, the northern barbarians of the Jin Empire prepared for war. The new Song Emperor Hui Zhong lacked vision and strength. As corruption weakened his government, rebellions arose throughout the Empire. The most powerful rebel was bandit king Welcome Rain. Welcome Rain and his bandits of Lian Shan Bo eventually reconciled with the Emperor and joined the Imperial Army. As Imperial soldiers they suppressed other rebel leaders. However, under pressure from his Imperial Minister Gao Qiu, the Emperor ordered Welcome Rain's death as well. While Emperor Hui Zhong was still trying to regain control of the Imperial Army from his rival Gao Qiu, the northern barbarians attacked in the year 1127, capturing the capital Kai Fei. Song generals repelled the attackers, but never recovered the northern territories. The Song Dynasty ended with the Mongol invasion of 1276.

VIII. YOUR MISSION: DESTROY GAO QIU!

EVIL GAO QIU

As a youth Gao Qiu sorely lacked the five virtues of patience, pity, purity, wisdom, and reliability. He meddled in other's affairs and caused trouble whenever he could. Especially skilled at games, he earned the nickname the Ball Kicker. One day he happened to meet Prince Tuan, who was so impressed with Gao's ball kicking skill that he made him into a servant. When Prince Tuan became Emperor Hui Zhong, he promoted Gao Qiu to a military office. Gao gained power and entered the office of Minister of War. Emperor Hui Zhong grew deathly afraid of Gao Qiu as Gao usurped more and more of the Emperor's authority. Gao Qiu ruled the Empire with evil glee, promoting those who pleased him, and exiling good men who refused to submit to him. Corruption became commonplace, while heroes were nowhere to be seen.

Enter the Conquering Heroes!

You are one of the few heroes left in the Song Empire. You must put an end to Gao Qiu's evil rule, but you can't do it alone. Others in the Empire share your belief in justice. Some will help you, others may not. You will start with almost nothing but virtue and your sword. Gao Qiu has the power of an empire behind him, and loyal generals of great ability. The odds against you are tremendous, but you're the country's only hope!

NINE DRAGONS (SHI JIN)

Age: 18
Steersman: N
His body tattooed with nine bright blue dragons, Nine Dragons practiced weapons with the greatest instructors, including exile Chief Advisor. Becoming his village's leader, he befriended bandits Leaping Tiger and Wily Warrior. When this friendship was discovered, Nine Dragons had to escape to Little Hua Mountain and become a bandit. He made his mistake when he slipped back into town to see the singing girl, Sleeping Orchid, who betrayed him to the authorities. Welcome Rain took the city and rescued Nine Dragons. Allying with the bandits of Lian Shan Bo, Nine Dragons was slain in battle by Little Yang Ji.

TATTOOED PRIEST (LU ZHI SHEN)

Age: 36
Steersman: Y
Tattooed Priest had a quick temper and a big heart, never failing to help someone in need. When the young singing girl Jade Lotus was taken against her will by Zheng, the Bully of the Western Pass, he used his bare hands to destroy him. The authorities heard, and Tattooed Priest escaped to become a priest on the Five Crested Mountain. Through his temper and drinking, he broke every priestly vow, and almost brought the temple down in a drunken rage. Taking leave of the temple, he began wandering and met up with Leopard Headed and Blue Face Beast. He became king of Double Dragon Mountain and had the lesser bandit kings unite under Welcome Rain. After the final battle with River Side King, Tattooed Priest retired to a temple.

BOLD EAGLE
(LI YING)
Age: 30
Steersman: N

The Li village was one of three villages in the shadow of Lian Shan Bo. While the villages of Zhu and Hu were enemies of the bandits, the Li village, under Bold Eagle, was neutral. When the bandits failed in their attack on Zhu and Hu villages, Bold Eagle showed the bandits how to secretly enter the villages. Zhu had Bold Eagle arrested, but on the way to jail, Welcome Rain's men rescued him. To force Bold Eagle to join the bandits, Welcome Rain moved all the Li villagers to the mountain and burned the village. After the Zhu and Hu wars were over, Bold Eagle didn't return to Lian Shan Bo, but stayed in the capital as an Imperial general.

HEAVENLY KING
(CHAO GAI)
Age: 38
Steersman: Y

Heavenly King was a wealthy man who spent his days making friends with good fellows, practicing weapons, and making his strong body stronger. His childhood friend and advisor Great Intellect, perhaps the wisest man in the Empire, came up with a scheme to rob Magistrate Liang's birthday caravan. The plan succeeded and they escaped to Lian Shan Bo with the stolen treasure. The jealous bandit chief Robed Scholar turned them away, but the noble Leopard Headed saw Heavenly King's greatness, destroyed Robed Scholar, and made Heavenly King the new bandit king. From that day on, Heavenly King led the bandits of Lian Shan Bo through victory after victory. In battle with the

Zheng tribe, Heavenly King was shot with a poison arrow by White Lion and died. Heavenly King's spirit came back twice: first to warn Welcome Rain of coming illness, and second to attack White Lion.

LEOPARD HEADED
(LIN CHONG)
Age: 34
Steersman: Y

Leopard Headed, commander of 80,000 men, had a head shaped like a round eyed leopard. Along with the hat he always wore, he stood more than eight feet tall. Bad luck had it that Gao Qiu's son accosted Leopard Headed's wife in broad daylight. Leopard Headed did not beat the young man when he realized who he was. Young Lord Gao also held back, so great was Leopard Headed's strength, but had his father frame Leopard Headed for a crime punishable by death. Branded and exiled, Leopard Headed discovered a plan between young Lord Gao and his jailers to destroy him. He destroyed all his would be murderers and sought refuge at Lian Shan Bo. Superior in every way to bandit chief Robed Scholar, he was refused entrance, but finally took a position under the jealous king. When Heavenly King received similar treatment, Leopard Headed destroyed Robed Scholar and made Heavenly King the new bandit king. Leopard Headed served him faithfully, never once losing a duel. After the wars were over, Leopard Headed fell to palsy. Hairy Priest took care of him until his death.

BLUE FACE BEAST
(YANG ZHI)
Age: 31
Steersman: N

Once a proud member of the Imperial Guard, Blue Face Beast came under Gao Qiu's wrath when he lost a load of precious stones meant for the Emperor's garden. Stripped of his office, penniless Blue Face Beast tried to sell his splendid dagger that could cut so quickly that blood would not touch the blade. When the bully Hairless Tiger dared him to prove the blade's boast, Blue Face Beast accidentally killed him. Sent into exile under Magistrate Liang, Blue Face Beast's superb fighting skills soon made him an officer again. The magistrate had Blue Face Beast guard a caravan of gold for his father-in-law. However, he was soon tricked out of the treasure by bandits Heavenly King, Great Intellect, and Cloud Dragon. Fleeing, he joined Tattooed Priest on Double Dragon Mountain, and later became one of Welcome Rain's chieftains. Blue Face Beast fell ill before the bandits' final battle, and died before the battle's end.

BLACK WHIRLWIND (LI KUI)

Age: 27
Steersman: N
The most dangerous and feared bandit of Lian Shan Bo, his two battle axes fell on innocent and guilty alike. However, he was honest, steadfast, and pure hearted. Welcome Rain favored the Black Whirlwind, but often had to stop him from being overly violent. On his deathbed, Welcome Rain ordered Black Whirlwind to his side and had him drink poisoned wine. Welcome Rain knew that the violence Black Whirlwind would commit to avenge Welcome Rain's death would be a scene from hell. Welcome Rain's final order was for their graves to be side-by-side.

HAIRY PRIEST (WU SONG)

Age: 25
Steersman: N

On returning to his home town, Hairy Priest destroyed a giant white tiger with his bare hands. The town welcomed him as a hero and made him an officer. His brother, the weak and ugly Short Thumbnail, and his brother's beautiful wife, Golden Lotus, took Hairy Priest in. When military business called Hairy Priest away, Golden Lotus had an affair and poisoned Short Thumbnail. Hairy Priest returned and destroyed all involved. Sent into exile, he was framed by bully Tall as a Tree and the general Most Gracious. He slew their entire households, then fled to become a bandit under Tattooed Priest. He later became one of Welcome Rain's most dependable generals. While Leopard Headed was the best fighter on horseback, Hairy Priest was the strongest in hand-to-hand combat. Upon the death of Tattooed Priest, Hairy Priest became keeper of his temple and lived quietly until the age of 80.

RIVER DRAGON (LI JUN)

Age: 26
Steersman: Y
Welcome Rain and Heavenly King depended on the naval skills of River Dragon to protect and control the twisting waterways around Lian Shan Bo. Wielding a giant iron trident, River Dragon was the undisputed master on the sea. He met Welcome Rain when he rescued him from drowning in the Yang Tze River at the hands of Boatman and the brothers Mu. Following the bandits' defeat of River Side King, River Dragon left Lian Shan Bo and founded a tiny

kingdom.

WELCOME RAIN (SONG JIANG)

Age: 28
Steersman: N
Dark skinned, and short of stature, Welcome Rain was named for the rain that falls after many months of drought, saving thousands of lives. He performed any merciful deed, and freely spent money to help others. Unfortunately, he made the mistake of marrying an evil woman. She took a lover and blackmailed Welcome Rain with a letter he had received from Heavenly King, the bandit king of Lian Shan Bo. In their fight over the letter, he put an end to her life, and fled to Lian Shan Bo. Resolved to serve his sentence, he returned to the city. One night he drunkenly wrote a revolutionary song on a shop wall. Just as he was about to be executed, the bandits saved him. When Heavenly King died, Welcome Rain became the leader. He eventually reconciled with the Emperor, and destroyed the other three rebel chiefs in the Song Dynasty, First Brother, Little Emperor, and River Side King. But Gao Qiu held a great hatred for Welcome Rain. He poisoned water which the Emperor then gave to Welcome Rain. With Welcome Rain's death, the bandits dispersed.

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Koei Corporation warrants to the original consumer purchaser that this Nintendo Game Pak(PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. if a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the PAK, at its option, free of charge.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation.

However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna

-Reorient the NES with respect to the receiver

-Move the NES away from the receiver

-Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by Federal Communications Commission helpful: "How to identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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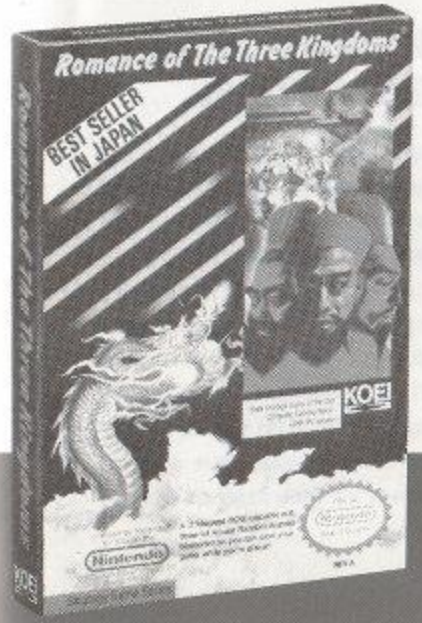

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